ZONE OF THE ENDERS™

MATURE
M
CONTENT RATED BY ESRB

Produced by Hideo Kojima

KONAMI®

www.konami.com

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you for purchasing Konami's ZONE OF THE ENDERS™. Please read the instruction manual before starting gameplay, then go ahead and enjoy the game! This manual will not be reissued, so please take care not to lose it. For your Information, ZONE OF THE ENDERS™ is an original product of Konami and Konami Computer Entertainment Japan. The software copyrights and trademarks of this game are held jointly by both companies.

Disclaimer:

Konami has taken all steps to ensure this product reaches its customers in safe and proper working order. At the time of purchase, under normal play conditions, the customer acknowledges that there might be some minor differences.

WARNING

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contents

GETTING STARTED 02

CONTROLS.....03

SPECIAL CONTROLS 04

STORY 05

STARTING THE GAME.....05

GAME SCREEN 06

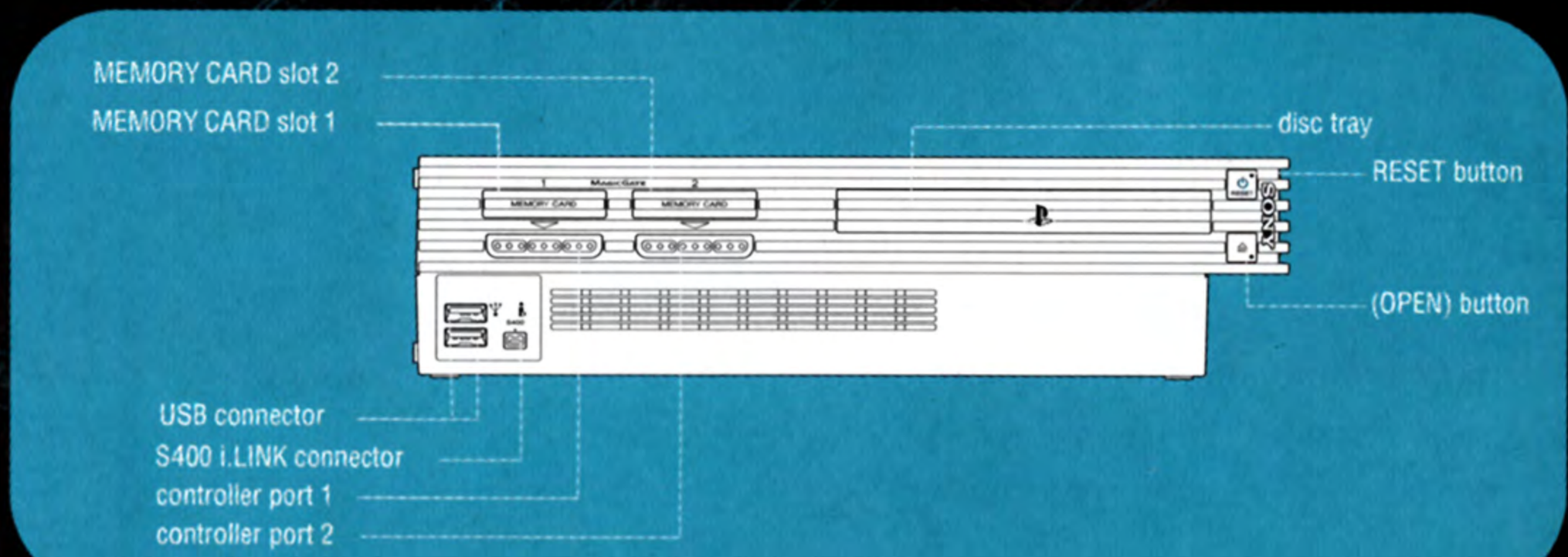
COMMAND MENU 08

ITEMS/PROGRAMS/SUB-WEAPONS 10

SAVE/GAME OVER.....11

VERSUS MODE 12

getting started



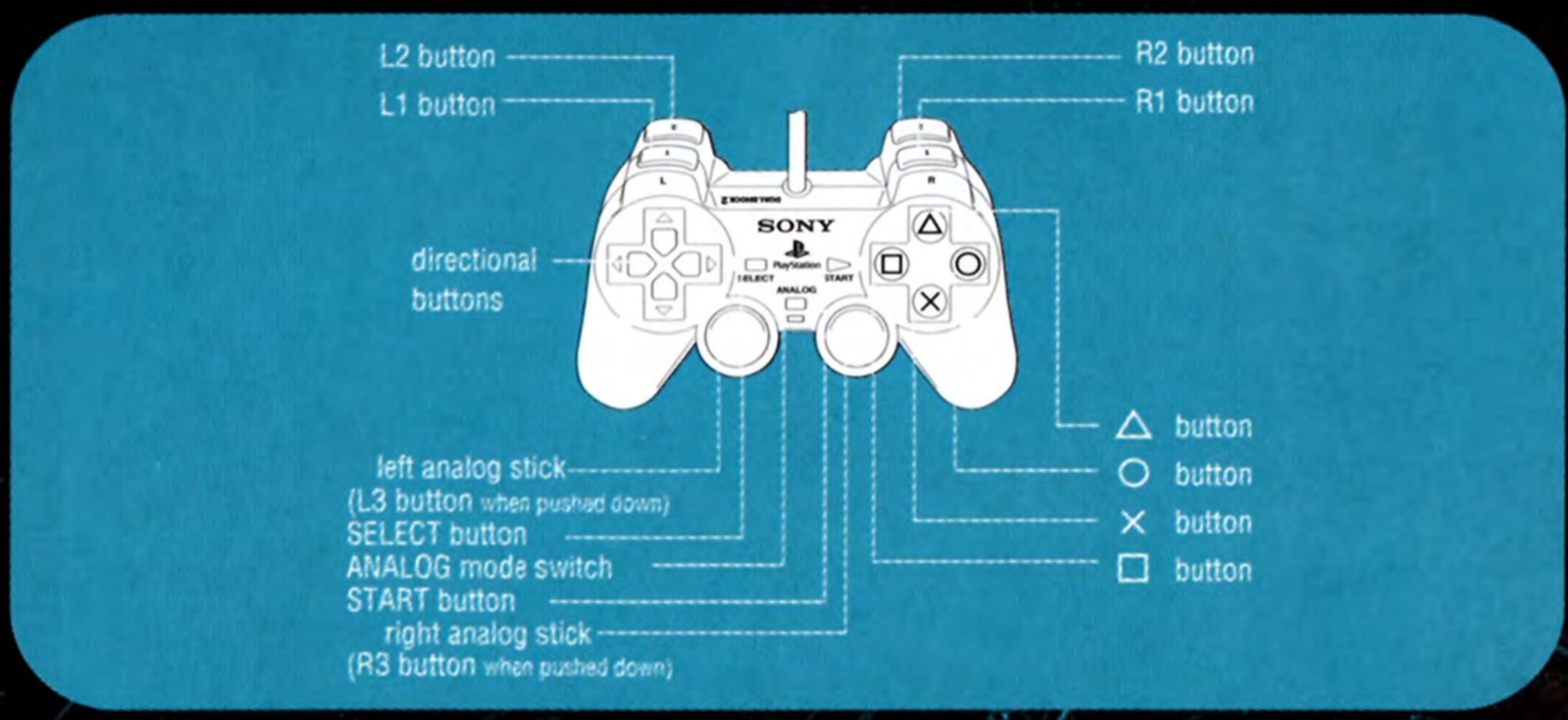
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **ZONE OF THE ENDERS™** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using this software.

MEMORY CARDS

To save game settings and progress, a Memory card (8MB) (for PlayStation®2) is required. Insert the memory card into MEMORY CARD slot 1 or MEMORY CARD slot 2 of the PlayStation®2 computer entertainment system before starting play. You can load your saved games from the Memory card (8MB) (for PlayStation®2), or from any Memory card (8MB) (for PlayStation®2) containing previously saved **ZONE OF THE ENDERS** games. PlayStation® game console memory cards cannot be used.

NOTE: **ZONE OF THE ENDERS** uses at least 280KB of memory card data to save each game. Make sure there is enough free space on your memory card before starting play. Do not insert or remove a memory card while saving/loading games or after the power has been turned ON.

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



Left analog stick — Controls movement forward, backwards, left and right / Moves the radar during the command menu

△ button — Ascend

× button — Descend / Cancel during selection

□ button — Main weapon. When the enemy target is far away, the main weapon is a "shot." When the enemy is near, the main weapon is a sword "blade" attack. Press the □ button repeatedly to make successive "shot" or "blade" attacks

○ button — Sub-weapon (long distance battles) / Grab and throw (close range battles) / Confirm selection

L1 button — Cancels lock-on / Changes camera view in non-lock-on mode / Shrinks radar map during the command menu

L2 button — Lock-on / Change lock-on target / Increases radar map size during the command menu

R1 button — Guard

R2 button — To dash during movement and make a sudden burst when stopped

START button — Opens and closes the command menu (pause)

Right analog stick — Change view / Rotates radar map during command menu

Directional Buttons — Selects sub-weapon / Moves the cursor during field selection

special controls

DASH ATTACK

When the ▢ button is pressed while dashing with the R2 button, a special type of attack called a "Dash Attack" is performed. The effects of the dash attack are different depending on whether the enemy is far away or in close range.

BURST ATTACK

When the ▢ button is pressed while bursting with the R2 button, a powerful attack called a "Burst Attack" is executed. The effects of the burst attack are different depending on whether the enemy is far away or in close range.

GRAB AND THROW

By pressing the ○ button it is possible to "grab" an enemy that is in close range. While holding down the ○ button, the throw direction can be determined with the left analog stick. The enemy will be "thrown" in the selected direction by releasing the ○ button. When there are multiple enemies present, press and hold the ○ button to "grab" an enemy. Then, use the L2 button to change the lock-on target. The newly selected enemy becomes the target of the "throw."

ESCAPE

It is possible to escape an enemy party that has engaged you in combat by pressing the L1 button to remove the lock-on target and continually running in a direction in which there are no enemies. You must make your escape until the Escape counter runs out. If the enemy catches up to you, the Escape counter is returned to zero and the battle will continue until you have reached a minimum safe distance.

NON-LOCK-ON ATTACK

When no enemies have been locked-on (when not in combat mode) use the right analog stick to change the view and move the target marker so that you can freely attack an area that you wish to target.

REGARDING THE CAMERA

The camera moves smoothly, following along with the player's machine. However, when very extreme movements are made, the camera may not be able to keep up. When the direction of the player machine and the camera do not match, briefly release the left analog stick. The camera will quickly reposition itself behind the player's machine.

story

In the remote reaches of the solar system in the 22nd century, there is a colony on Jupiter called "Antilia." In a sudden outbreak of war, a shy youth named Leo Stenbuck loses his friends right before his eyes. Thoughts of "if they just weren't around I wouldn't be picked on anymore" had crossed through his mind just moments before his friends were killed. Blaming himself for not being able to save them, he panicked and ran away from the scene of the attack, inadvertently stumbling onto the cause of the war, the Orbital Frame "Jehuty," a colossal war machine with a human form that holds the key to civilization's existence.

OBJECTIVES OF THE GAME

This game is set in the near future, in which you pilot the player's machine, the colossal robot "Jehuty." You must fight enemies blocking your path and complete a variety of objectives while progressing through the story. Ultimately, you must choose between shooting down enemies or protecting the civilians around you.

starting the game

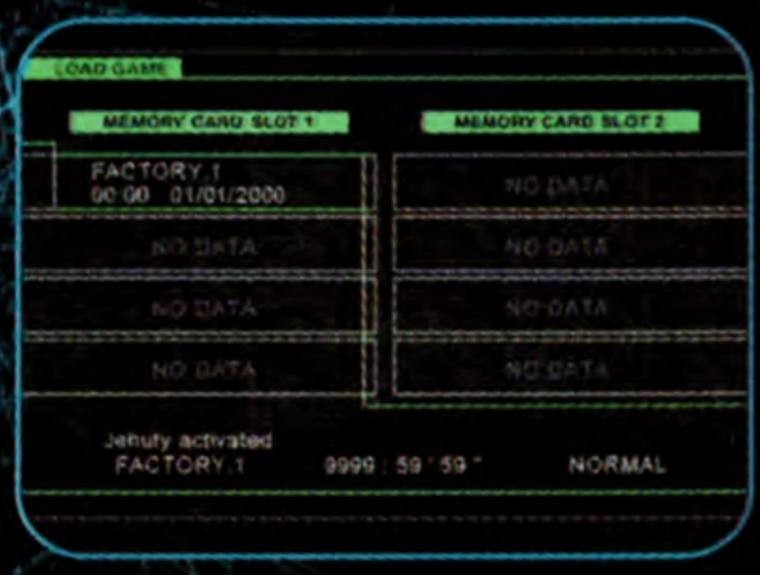
After the introductory screens are displayed, the Title Screen will appear. Select NEW GAME, LOAD GAME or OPTIONS using the Directional Buttons or left analog stick. Enter the selection with the ○ button or START button. Cancel your selection with the ✕ button.

NEW GAME

Select NEW GAME to play a game from the beginning. Follow the on-screen menus to select the difficulty level. Once you have selected the difficulty level, it cannot be changed later in the game.

LOAD GAME

Select LOAD GAME to continue playing a previously saved game using data saved on a Memory card (8MB) (for PlayStation®2). Select the desired game using the Directional Buttons or left analog stick and enter your selection with the ○ button. For more information on saving and loading, see Getting Started p. 2.



OPTIONS

Select OPTIONS to modify game settings. Follow the on-screen menus to adjust game settings. OPTIONS can also be modified during play by pressing the START Button to open the command menu.

game screen

LOCAL STAGE

This is the game's standard stage. A variety of missions are cleared here, as well as combat with the enemy. There are a number of different types of local stages, from factories to residential neighborhoods and parks.

Jehuty	The war machine piloted by the player.
Energy Gauge	Jehuty's endurance level.
Player Level	The level of the player machine. Offensive and defensive power increases as the level improves.
Experience Gauge	As enemies are destroyed, experience points are gained and the gauge bar increases. When the gauge becomes full, the Player Level increases.
Sub-weapon Icon	The equipped sub-weapon and number of ammunition rounds remaining.
Target Marker	Indicates the weapon's direction.
Lock-on Marker	The marker is displayed around a locked-on enemy. When the marker is green the enemy is a long distance away, and when it is red the enemy is in close range.
Party Marker	Enemy parties patrolling the surrounding areas are displayed. The enemy party's level (strength) and items possessed are displayed at the bottom. When the marker begins to blink it is possible to lock-on to the enemy.

Party Circle	The direction of and distance to enemy parties patrolling the surrounding area is displayed. Distance to the enemy is expressed by the circle's size.
Enemy Level	The number below each enemy reflects that enemy's level. Also, the color of the number indicates the enemy's endurance. When endurance levels are reduced, the number turns from green to yellow, and then to red.
Survivor	The percentage of survivors from that particular stage.
Squads	The total number of enemy parties present in that particular stage.
Enemy	The number of enemies in combat mode.

*Combat mode: Status of an enemy that has discovered the player machine and initiates attack.

GLOBAL STAGE

In this stage you move over the entire colony in the air. It is used when moving between local stages. By selecting "Area Change" from the command menu it is possible to enter the global stage.

LOCAL STAGE MARKER

Local stages that can currently be visited are displayed. Press the ○ button when near that local stage to enter it.

Stages requesting help are displayed. Rescue them quickly or damages will increase and the bottom right gauge will decrease.

The stage that should be entered next is displayed. Indicates local stages with special items. Special items will be available for a limited time only.

command menu

Press the START button to enter the command menu and pause the game.
The machine's current condition can be confirmed and changed here. Press the Up/Down Directional buttons to navigate. Pressing the START button once again returns you to the game.

The radar map can be moved with the left analog stick and rotated with the right analog stick, making it possible to adjust its position for easy viewing.

M — This indicates that the enemy party has Metatron (complete rejuvenation item) in its possession.

P — This indicates that the enemy has a passcode in its possession.

B — This indicated that the enemy possesses sub-weapon ammunition.

WEAPONS

A list appears which shows the sub-weapons obtained and the number of remaining ammunition rounds. Use this section to equip or change sub-weapons depending on your needs.

PROGRAMS

A list appears that indicates the programs that have been obtained.

PASSCODES

A list appears that shows the obtained passcodes. Previously used passcodes are excluded from the list.

AREA CHANGE

To move from a local stage to a global stage.

MISSION

The player's next mission is displayed.

OPTIONS

It is possible to change various game settings in this menu.

SAVE

The current game situation is saved on a Memory card (8MB) (for PlayStation 2). For more information on saving, see Save/Game Over p. 11.

NOTE: Depending on the situation, it may not be possible to select certain fields in the Command Menu. In such an event there will either be no field name displayed or the choices will be shaded in gray.

items/ programs/ sub-weapons

ITEMS

Items must be obtained in order to restore energy levels or reload a sub-weapon. Items can be secured in the following ways:

Enemy Squad

By completely destroying an enemy party it is possible to obtain any items they may have possessed.

Item Box

Items can be obtained from item boxes, which are found in local stages.

Porter

In some instances, a "porter" may hide the existence of an item box in space. Should this be the case, the item box will appear after the porter is destroyed.

PROGRAMS

By obtaining programs, the player machine obtains new functions. It is possible to obtain programs in the following ways.

Local Server

Programs can be received from a local server, which exist on local stages. It is sometimes necessary to have a passcode in order to receive data from the local servers.

Passcode

Some local servers have been protected by the enemy with a passcode. Passcodes can be obtained by destroying an enemy party that possesses a passcode. Possession of a passcode will make it possible to retrieve a program from the local server.

SUB-WEAPONS

By obtaining either programs related to sub-weapons or ammunition rounds, it becomes possible to use a sub-weapon. The following is an explanation of some of the sub-weapons.

JAVELIN

A spear shaped throwing weapon. It flies in an arc.

PHALANX

A shooting weapon that is effective when rapidly fired. How the ammunition is fired off depends on how hard the firing button is pushed.

A hand grenade-like weapon. When it is armed on the ground it explodes with an energy blast.

A gigantic laser sword. Pressing the button once extends the beam out, and pressing the button again retracts it. When using the weapon it is possible to change its direction with the left analog stick.

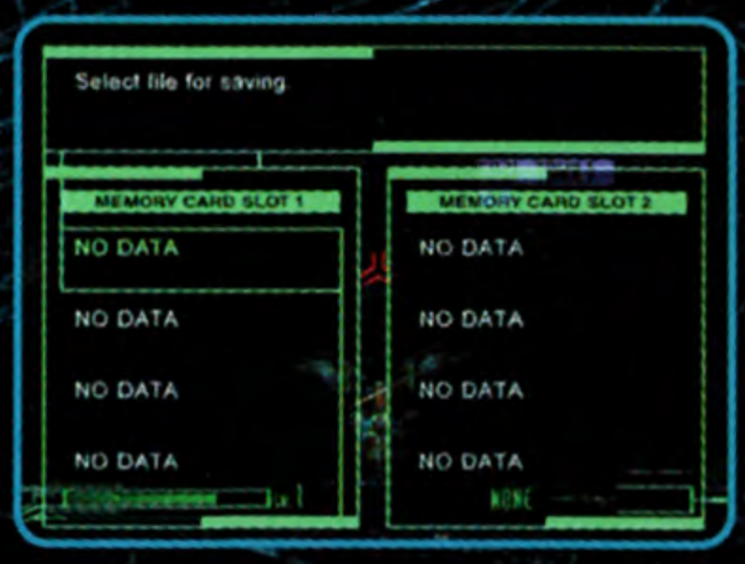
A powerful energy board that enables you to spring off the ground or a wall to attack the enemy at unusual angles.

A heat-seeking energy ball.

save/ game over

SAVE

By selecting "Save" from the command menu, the current game scenario is saved to a Memory card (8MB) (for PlayStation®2). Select "Load Game" from the title screen to access a saved game. Please be aware that you can only save progress in the Global Map.



GAME OVER

If the player's machine is destroyed or a mission becomes impossible to complete, the game will be over. You will have the option to continue or exit the game.

CONTINUE

A game is continued from the beginning of the stage at which the game became over. There are certain situations in which it is not possible to continue. This is a "Bad Ending," and it will be necessary to start over from the beginning.

EXIT

To finish the game and return to the title screen.

versus mode

After you have successfully completed the game, it will be possible to play in "versus" mode against the computer or a friend. Please select "VERSUS" from the title screen to play in this mode.

Versus computer / Versus player selection

To play against the computer select "PLAYER1 - COM" and to play against another player select "PLAYER1 - PLAYER2."

CHARACTER SELECTION

Select a character.

STAGE SELECT

Select the desired stage for the versus battle.

SETTING THE LEVEL

The level is set here. The higher the level, the stronger the enemy becomes.

The game begins after selections have been completed. After the battle concludes, the game will return to the VERSUS menu to set up the next battle. Press the ⊗ Button to exit the mode and return to the Title Screen menu.

STARTING THE GAME

After the introductory logos are displayed, the Title Screen will appear. Select NEW GAME, OPTION, PREVIOUS STORY or SPECIAL using the Directional Buttons or left analog stick. Enter the selection with the ○ button or START button. Cancel your selection with the ✕ button.

NEW GAME
Select NEW GAME to play the demo version of Metal Gear Solid®2 Sons of Liberty™. Follow the on-screen menus to start a game.

OPTION
Select OPTION to modify game settings. Follow the on-screen menus to adjust game settings.

PREVIOUS STORY
Select PREVIOUS STORY to familiarize yourself with the background history of the Metal Gear project and to learn more about the FOX-HOUND organization.

SPECIAL
Select SPECIAL to get an on-screen tutorial of the many actions that Solid Snake can perform.

INTERNET RANKING

Show us your infiltration skills!

When you complete the demo, a "CLEAR CODE" appears. This "CLEAR CODE" contains various details to evaluate the effectiveness of your infiltration skills each time you complete the demo. By entering this "CLEAR CODE" on the KCEJ website, you can enter an internet ranking competition and track your results against other players.

Point your web browser to the following address and read the instructions to enter your "CLEAR CODE." For more information, please refer to the instructions on the web site. Here's your chance to challenge "Snake" on the web!

http://www.kcej.com

NOTE: The contents of this service on the website could be modified at any time without prior notice, and that the service itself could be terminated likewise.

GAME SYSTEM

Intrusion mode
State in which the player is not discovered by the enemy or surveillance camera. This is the default mode of play. *Radar can be used.*
You can maintain Intrusion mode if you prevent enemy radio transmission when discovered. *Radar can be used.*
If enemy radio transmission is made, you enter Alert mode. Enemy soldiers come after you. *Radar cannot be used.*

Alert mode
State in which the player is discovered by the enemy or surveillance camera. You will enter Alert mode automatically if spotted by the surveillance camera. *Radar cannot be used.* When the gauge is down to zero, you enter Evasion mode.

Evasion mode
When the enemy has lost sight of the player, the enemy will search the area. If not found for a certain amount of time, you will enter Caution mode. *Radar cannot be used.*

Caution mode
The enemy is being more cautious than during Intrusion mode. If not found for a certain amount of time, you will enter Intrusion mode. *Radar can be used.*

CAMERA EXPLANATION

Top View: Normally, the camera angle is from the top.

First Person View camera: Press the R1 button to change from the top view to the player's viewpoint.

Corner View camera: The camera angle will change if you keep pressing the Directional button or left analog stick toward specific corners and walls.

Intrusion camera: If you enter specific narrow spaces while crawling, the camera angle changes to the player's viewpoint. *You can enter First Person View mode during this intrusion state.*

BASIC ACTIONS:

HOW TO MOVE!

Press the Directional buttons or left analog stick up, down, left, and right (front, back, left, and right) to move in that direction.
Press the Directional buttons or left analog stick softly to walk and strongly to run. If you run when the enemy is close by, you will be heard.
Be careful!

CRAWL UNDER THINGS!

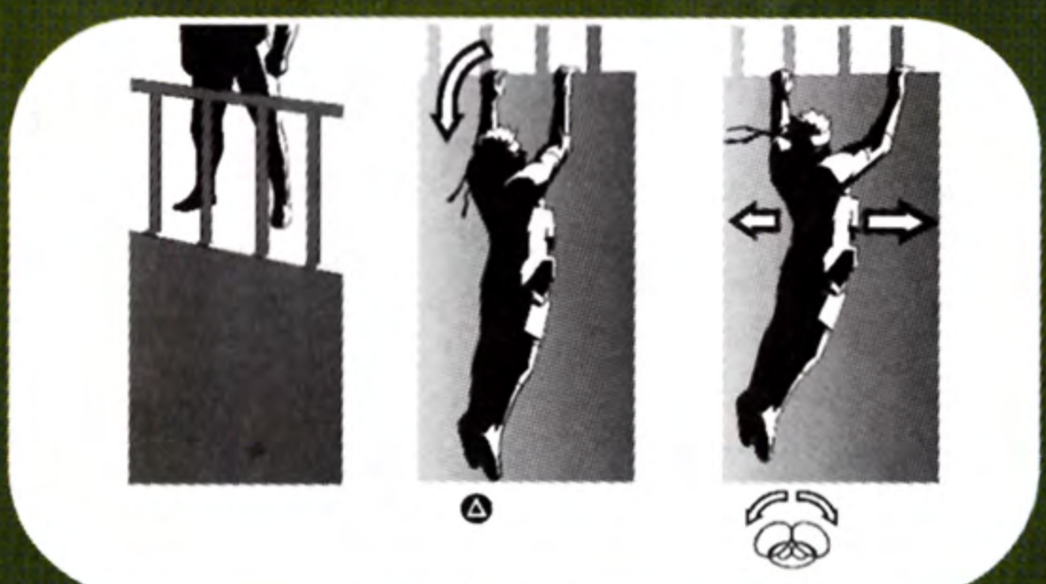
You can crawl under desks and into narrow spaces. Crouch with the ⊗ button and move around to crawl. Press the ⊗ button again to stand up.

WATCH OUT AT CORNERS!

When you enter Corner View mode at a corner, use the L2 and R2 buttons to take a peek around the corner. You can also enter First Person View mode in front of the wall by pressing the R1 button and peek around the corner with the L2 and R2 buttons.

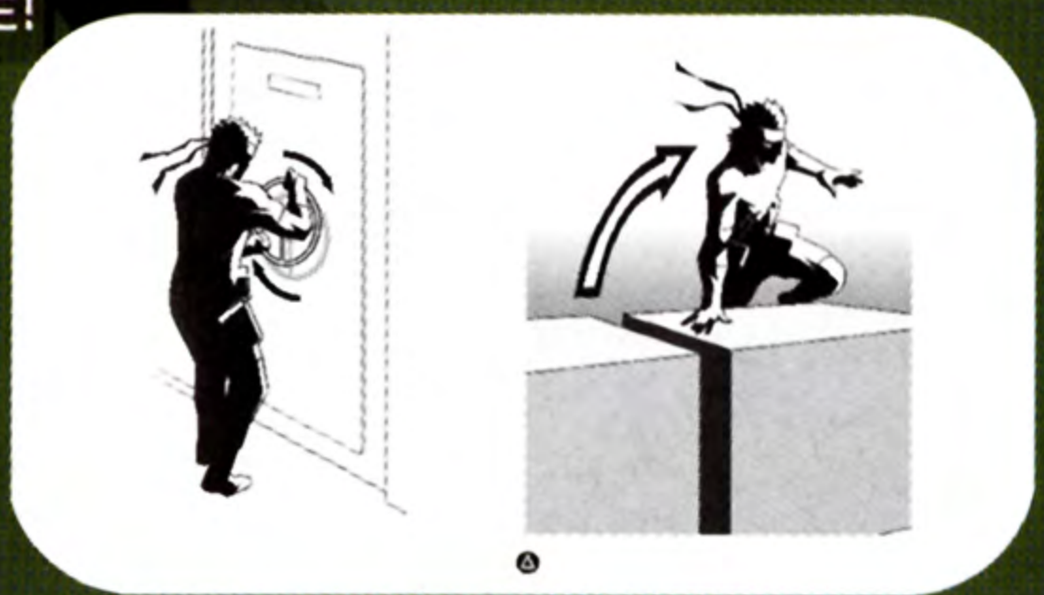
JUMP OVER THE HANDRAIL WHEN NECESSARY!

When you are facing a handrail, press the △ button to jump over and hang down. This is known as "Hanging mode." Although Solid Snake is strong, he will fall when the Grip gauge reaches zero. You can also move sideways during Hanging mode by pressing the Left/Right Directional buttons or left analog stick Left/Right. Press the △ button again during Hanging mode and you will climb back over the handrail. You can also let go of the handrail and drop down by pressing the ⊗ button



EMPLOY ALL KINDS OF ACTIONS TO INTRUDE!

Actions other than those described above are necessary to complete the mission. The following functions can all be done with the △ button. You can climb up objects of certain heights. You can open the airtight hatches by holding down the △ button. You can open and close lockers. As a general rule, press the △ button when you think Snake should perform a special action.



GETTING STARTED

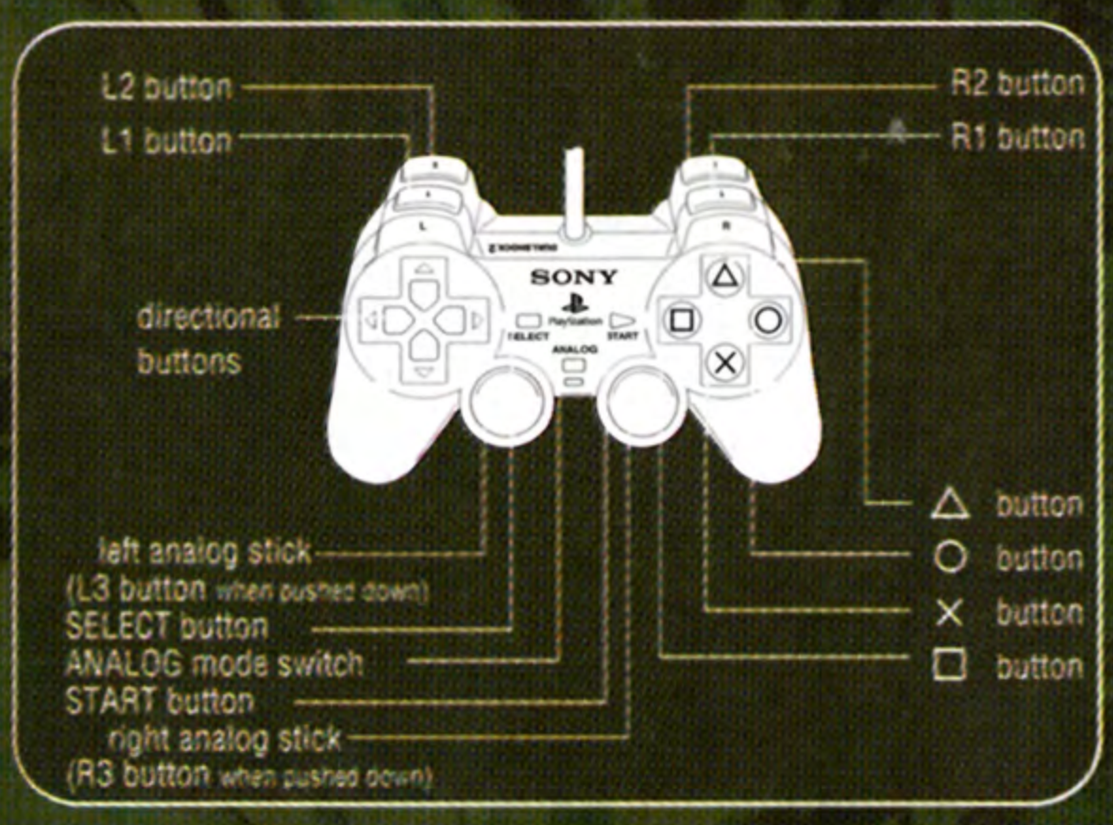
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the METAL GEAR SOLID®2 SONS OF LIBERTY™ DEMO disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using this software.

Memory Cards
This demo does not feature saving and loading functions. Therefore the support and use of memory cards is not required.

EXPLANATION OF CONTROLS

L2 button: Select item
1. Hold down the L2 button and use the Left/Right Directional buttons or left analog stick Left/Right to select an item. Follow the on-screen instructions on how to use the item.
2. Release the L2 button to equip that item. If pressed quickly, you can equip/unequip the item momentarily. This tactic is especially helpful when you need to take a peek around the corner during Corner View mode.

△ button: Lock-on button
While pressed and when holding a weapon, you lock on to the enemy in sight.



Directional button: Move player.
Normal mode: move player.
First Person view mode: move viewpoint.

Left analog stick:
Normal mode: move player.
First Person view mode: move viewpoint. *Can be used when Analog mode switch is ON.*

Right analog stick:
Change camera direction during Corner View mode. *Can be used when Analog mode switch is ON.*

ANALOG mode switch:
You can use the left and right analog sticks when the analog mode switch is ON (LED is turned on red). You can turn the vibration ON/OFF in OPTIONS.

START button: Pause.
While paused, press the SELECT button to bring up an on-screen control diagram.

SELECT button: Codec mode
1. Change the frequency by pressing the Left/Right Directional buttons or left analog stick Left/Right.
2. Press Up on the Directional button, left analog stick Up or the ○ button to transmit to the selected frequency.
3. Press Down on the Directional button or left analog stick Down to go to the frequency selection menu.

If pressed when you hear the CALL sound, you will receive a call from other characters. Press SELECT again to return to the game.

R2 button: Select weapon
1. Hold down the R2 button and use the Left/Right Directional buttons or left analog stick Left/Right to select a weapon. Follow the on-screen instructions on how to use the weapon.
2. Release the R2 button to equip that weapon. If pressed quickly, you can equip/unequip the weapon momentarily. This tactic is especially helpful when you need to take a peek around the corner during Corner View mode.

R1 button: First Person View button
You will enter the First Person View screen while pressed. You can press the attack button to attack in this view. Please be aware that you cannot move around during First Person View.

□ button: Weapon button
When equipping/unequipping a weapon.
Use of weapon
Throw enemy (□button+ Directional button or left analog stick when near enemy).
Choke enemy (when near enemy)
Drag unconscious enemy (hold □button when near enemy).

× button: Crawl button
When standing - crouch.
When crawling / crouching - stand up.
If Directional button or left analog stick is used when crouching, you will crawl in that direction.

○ button: Punch button
Punch - combo move if hit consecutively.
When standing up against a wall - knock on wall.

△ button: Action button
Turn handle on airtight hatch (hold △ button when near airtight hatch).
Press toward object - climb up object (you can only climb up certain heights).
Press toward handrail - jump over handrail and hang down (some handrails can not be jumped over).

WARRANTY

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If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687.

Konami of America, Inc.
1400 Bridge Parkway
Redwood City, CA 94065

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all fine Konami products.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)
* $0.95 per minute charge
* $1.25 per minute support from a game counselor
* Touch tone phone required
* Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M., Pacific Time. Prices and availability are subject to change. U.S. accessibility only.

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID® 2

SONS OF LIBERTY™

TRIAL EDITION

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